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Autore	Freake William
Titolo	The priuiledges of the vpright in heart [[electronic resource]] : Expressed in brief meditations upon the 84 Psalme: and more particularly vpon the 11 verse thereof. Studied for the vse of the right worshipfull Company of Drapers London By W.F
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Autore	Laplante Phillip A
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Nota di contenuto	REAL-TIME SYSTEMS DESIGN AND ANALYSIS; CONTENTS; Preface to the Third Edition; 1 Basic Real-Time Concepts; 1.1 Terminology; 1.1.1 Systems Concepts; 1.1.2 Real-Time Definitions; 1.1.3 Events and Determinism; 1.1.4 CPU Utilization; 1.2 Real-Time System Design Issues; 1.3 Example Real-Time Systems; 1.4 Common Misconceptions; 1.5 Brief History; 1.5.1 Theoretical Advances; 1.5.2 Early Systems; 1.5.3 Hardware Developments; 1.5.4 Early Software; 1.5.5 Commercial Operating System Support; 1.6 Exercises; 2 Hardware Considerations; 2.1 Basic Architecture; 2.2 Hardware Interfacing; 2.2.1 Latching 2.2.2 Edge versus Level Triggered; 2.2.3 Tristate Logic; 2.2.4 Wait States; 2.2.5 Systems Interfaces and Buses; 2.3 Central Processing Unit; 2.3.1 Fetch and Execute Cycle; 2.3.2 Microcontrollers; 2.3.3 Instruction Forms; 2.3.4 Core Instructions; 2.3.5 Addressing Modes; 2.3.6 RISC versus CISC; 2.4 Memory; 2.4.1 Memory Access; 2.4.2 Memory Technologies; 2.4.3 Memory Hierarchy; 2.4.4 Memory Organization; 2.5 Input/Output; 2.5.1 Programmed Input/Output; 2.5.2 Direct Memory Access; 2.5.3 Memory-Mapped Input/Output; 2.5.4 Interrupts; 2.6

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2.6.3 Pipelining2.6.4 Coprocessors; 2.7 Other Special Devices; 2.7.1
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Logic/Programmable Logic Array; 2.7.3 Field-Programmable Gate
Arrays; 2.7.4 Transducers; 2.7.5 Analog/Digital Converters; 2.7.6
Digital/Analog Converters; 2.8 Non-von-Neumann Architectures; 2.8.1
Parallel Systems; 2.8.2 Flynn's Taxonomy for Parallelism; 2.9 Exercises;
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3.1.5 The Task-Control Block Model3.2 Theoretical Foundations of
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Relative Buffering; 3.3.3 Ring Buffers; 3.3.4 Mailboxes; 3.3.5 Queues;
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3.4.11 Working Sets; 3.4.12 Real-Time Garbage Collection; 3.4.13
Contiguous File Systems; 3.4.14 Building versus Buying Real-Time
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3.5.3 POSIX Semaphores

Sommario/riassunto

The leading guide to real-time systems design-revised and updatedThis third edition of Phillip Laplante's bestselling, practical guide to building real-time systems maintains its predecessors' unique holistic, systems-based approach devised to help engineers write problem-solving software. Dr. Laplante incorporates a survey of related technologies and their histories, complete with time-saving practical tips, hands-on instructions, C code, and insights into decreasing ramp-up times. Real-Time Systems Design and Analysis, Third Edition is essential for students and practicing sof
